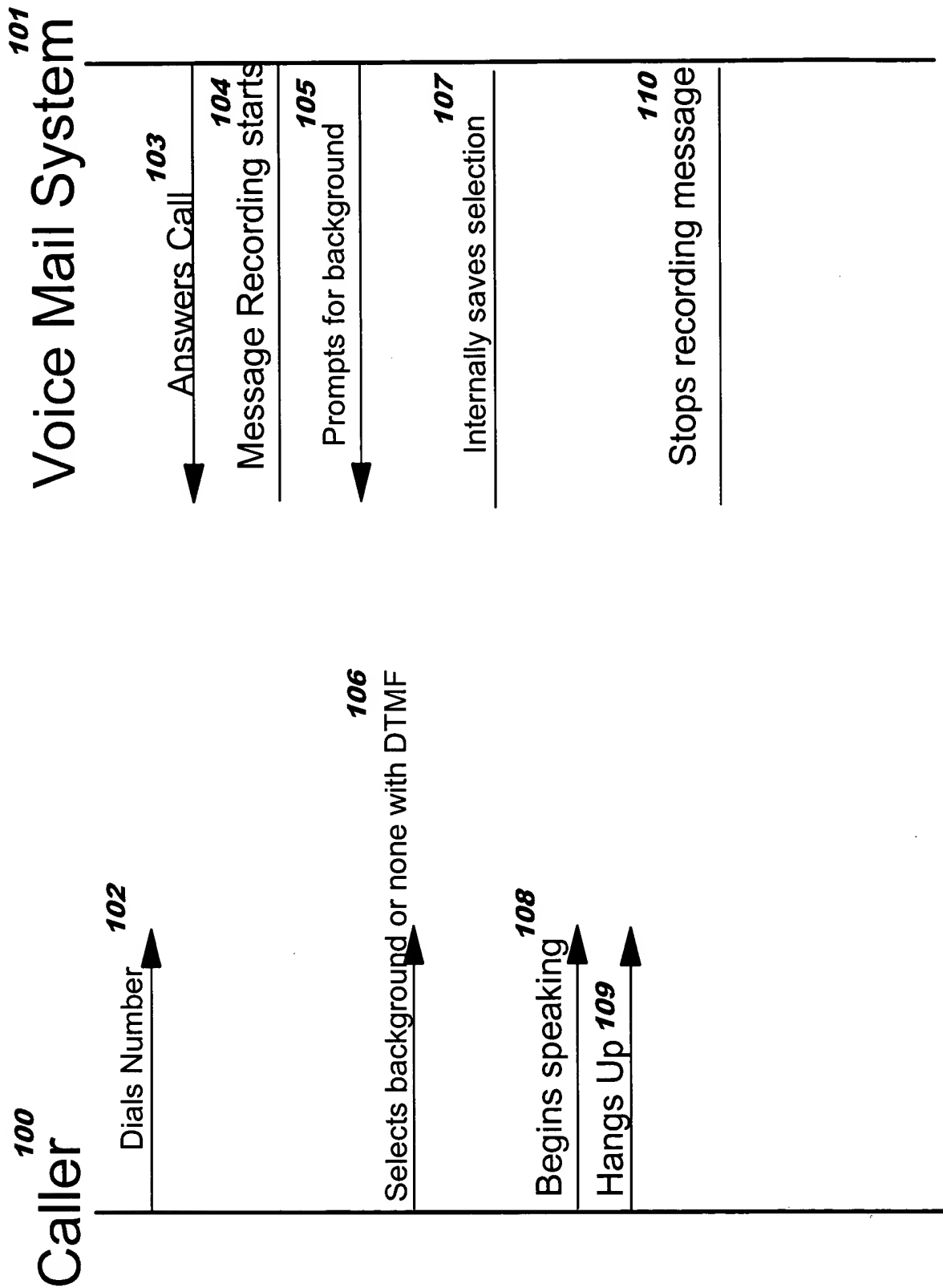


FIG. 1A



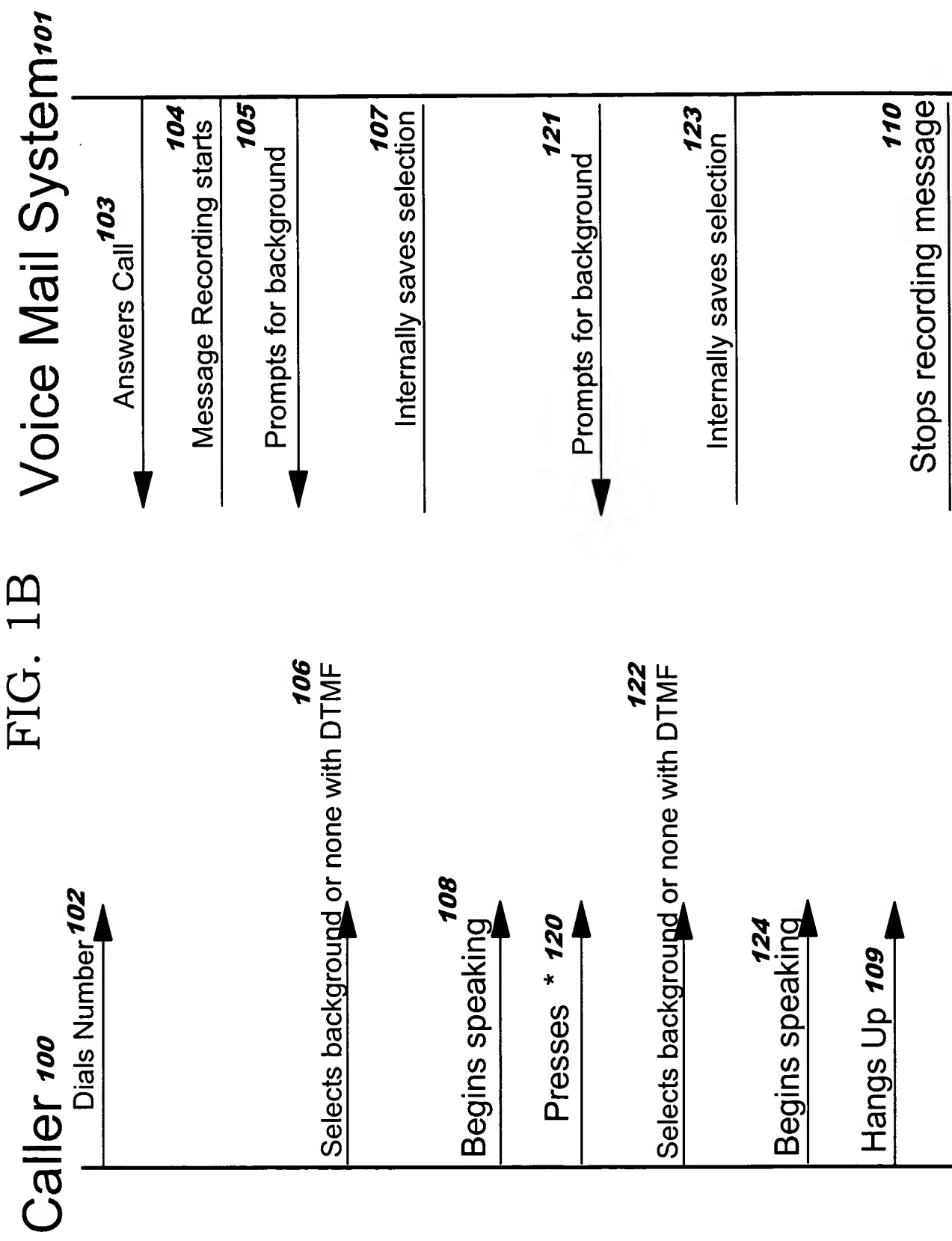


FIG. 1C

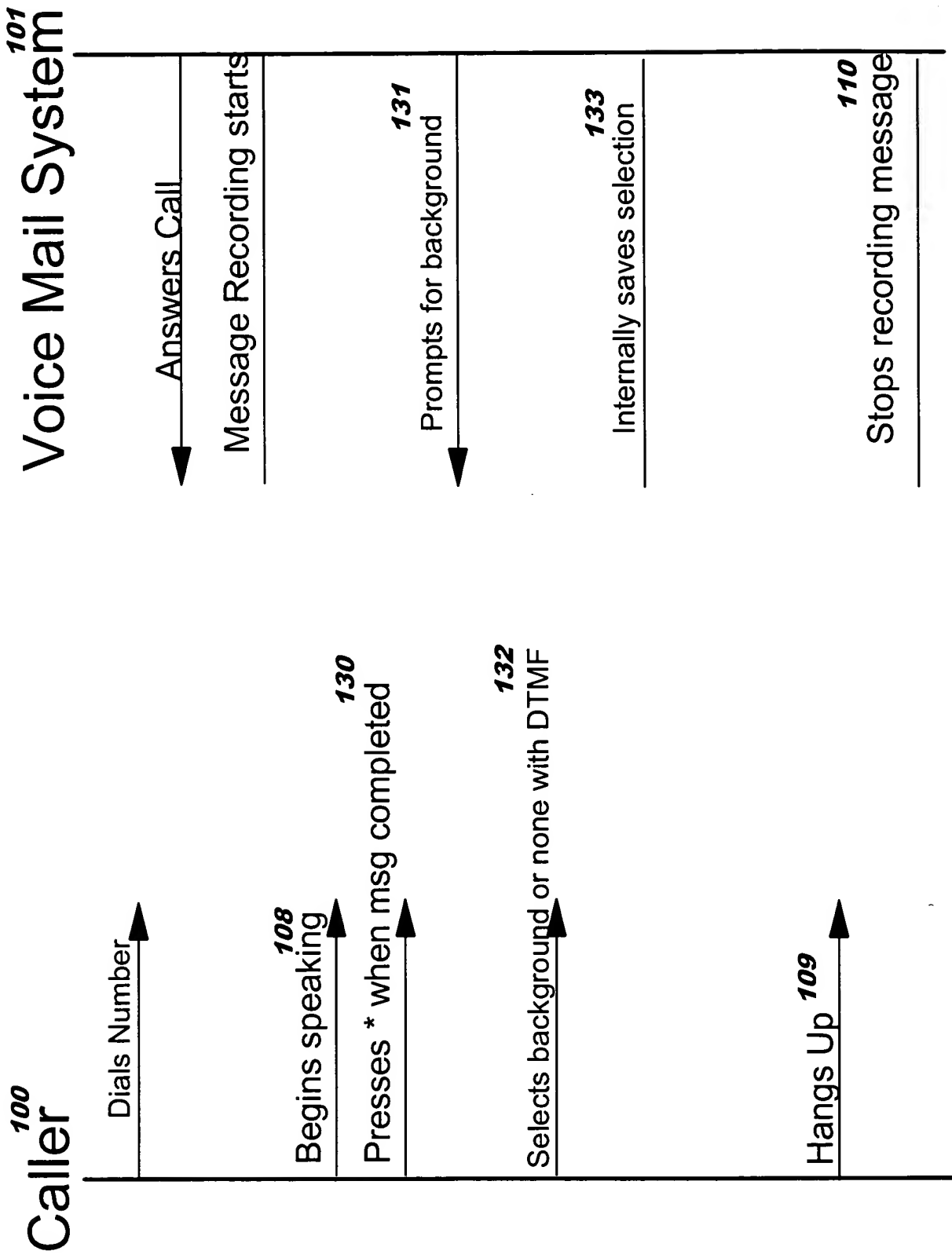


FIG. 1D

Voice Mail System<sup>101</sup>

Caller <sup>100</sup>

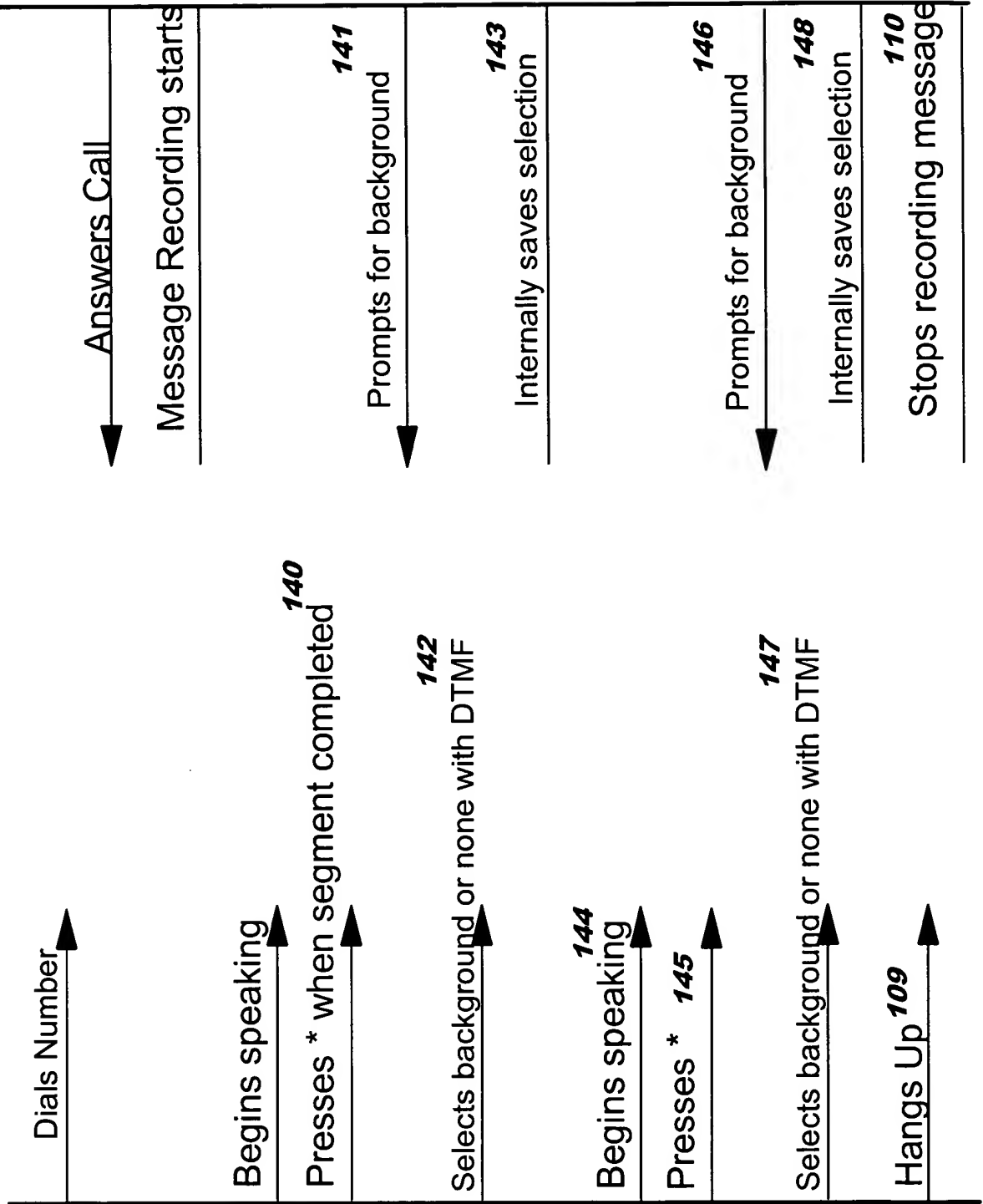
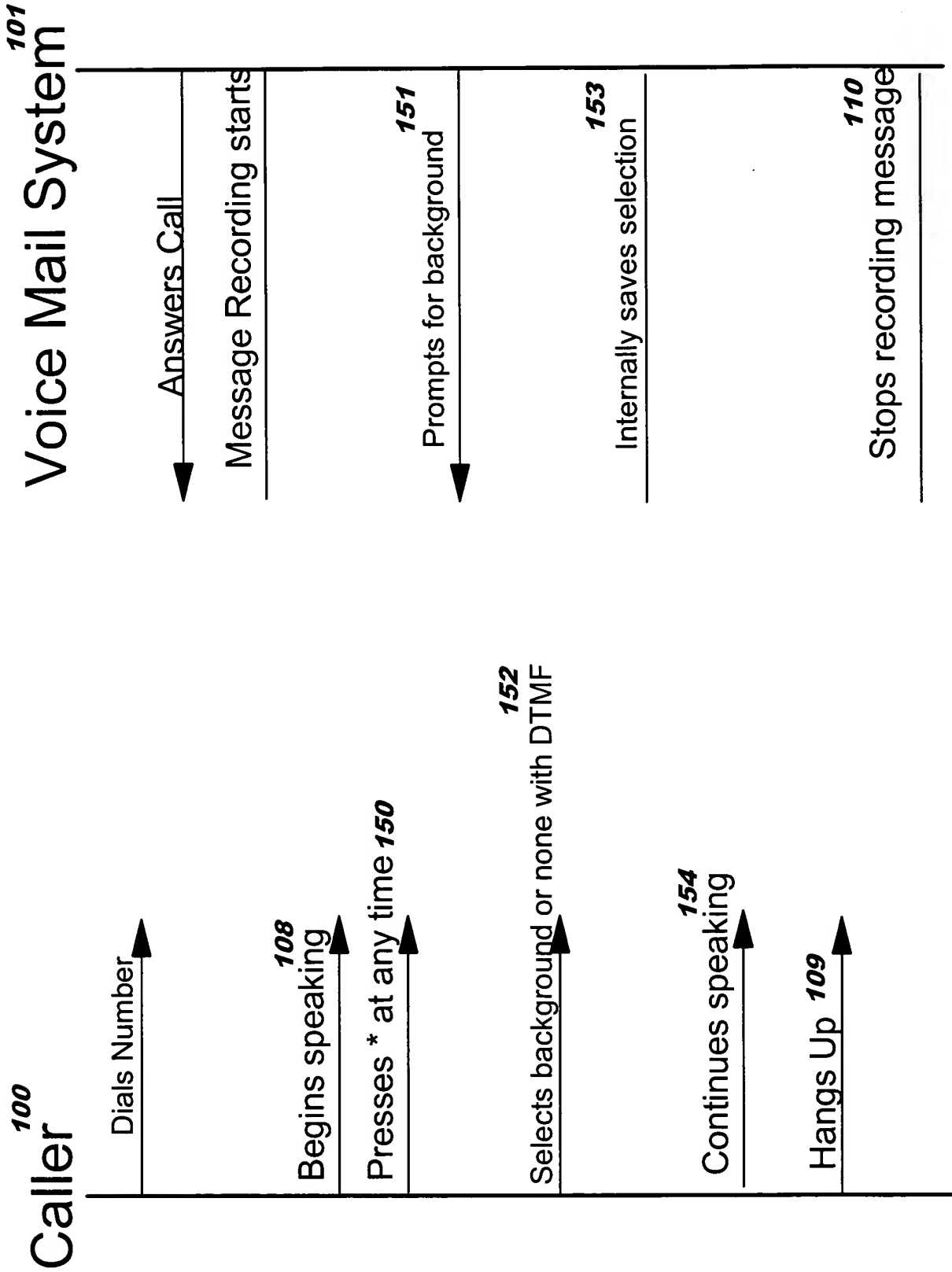


FIG. 1E



Caller **100**      **FIG. 1F**      Voice Mail System **101**

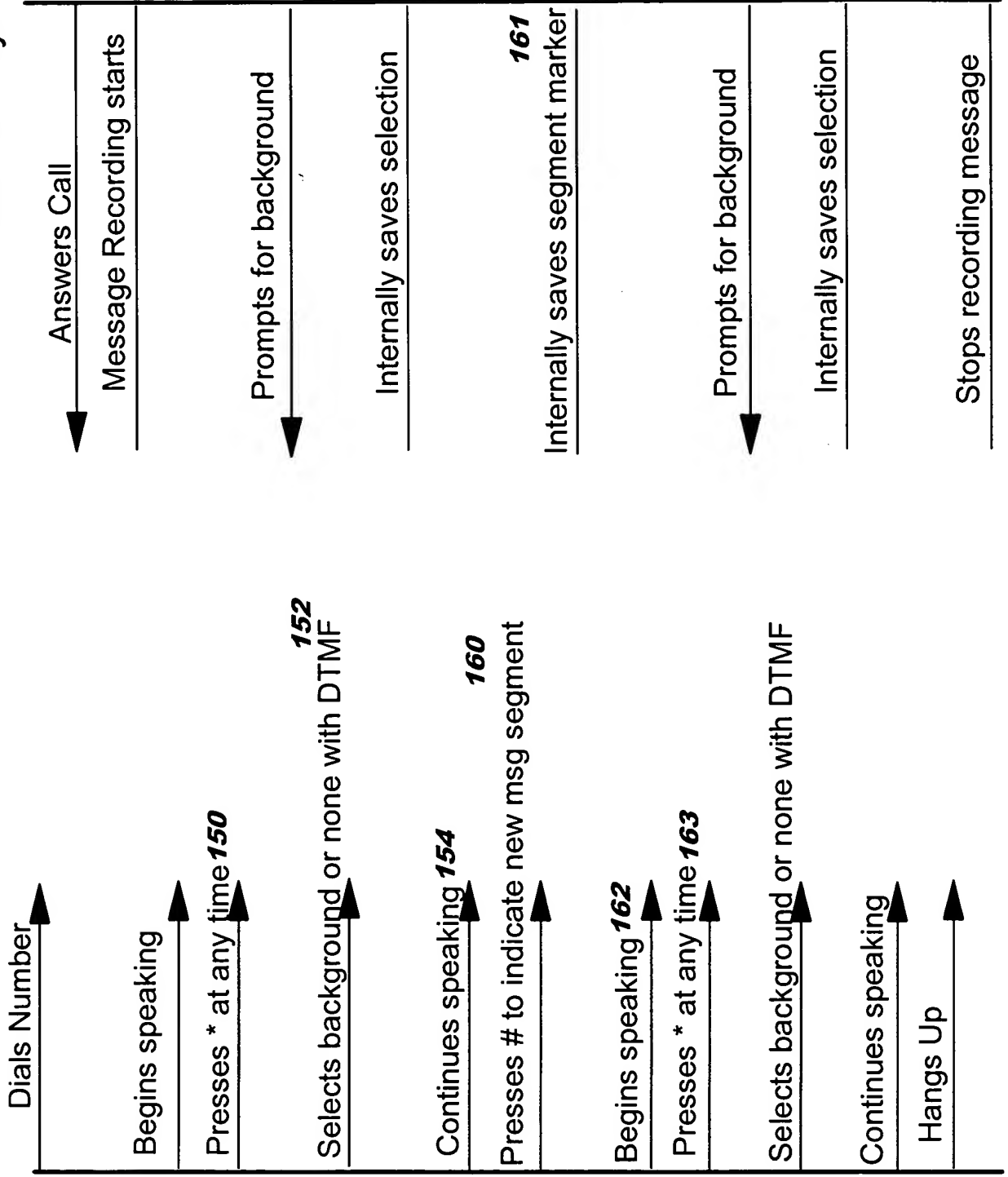


FIG. 2A

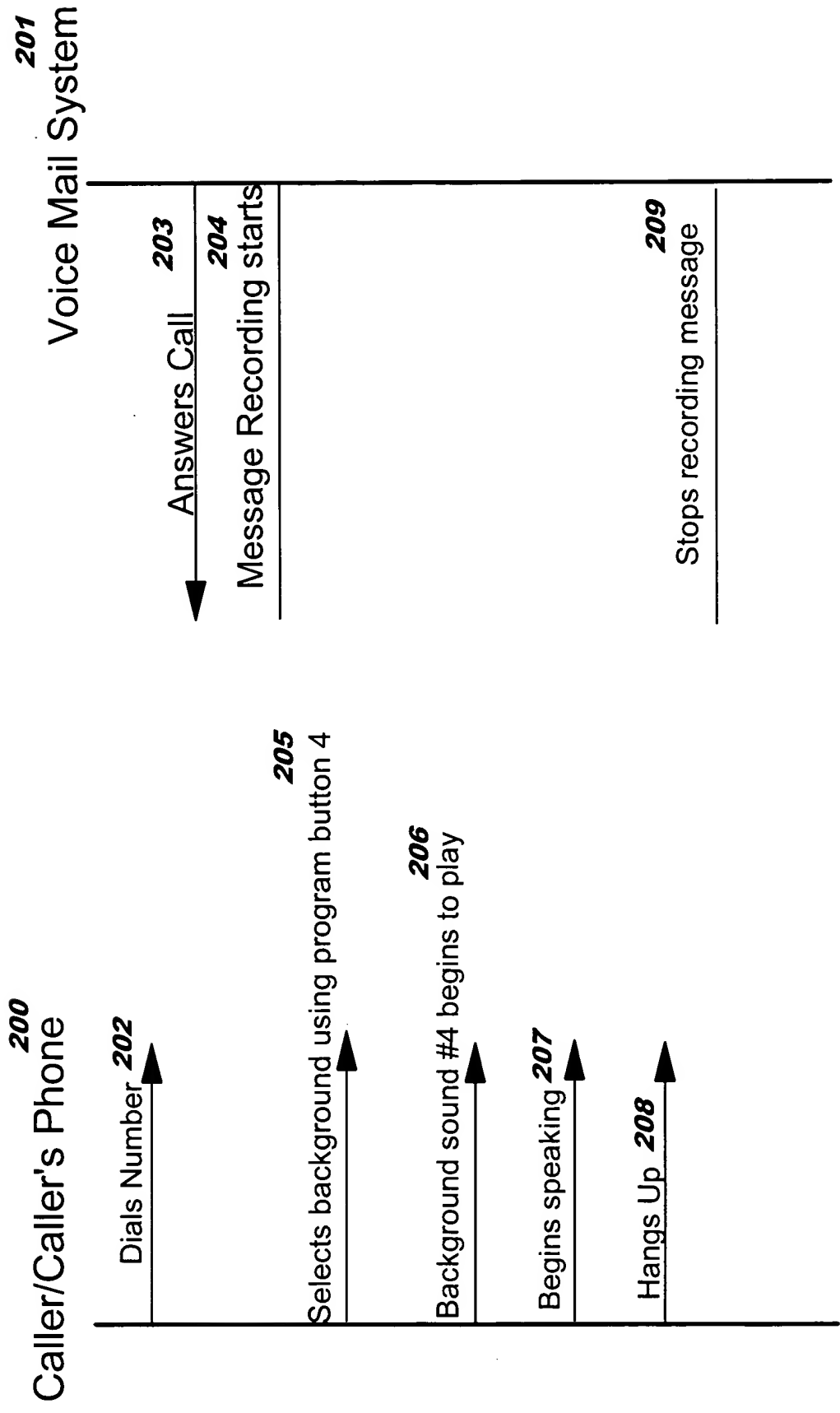


FIG. 2B

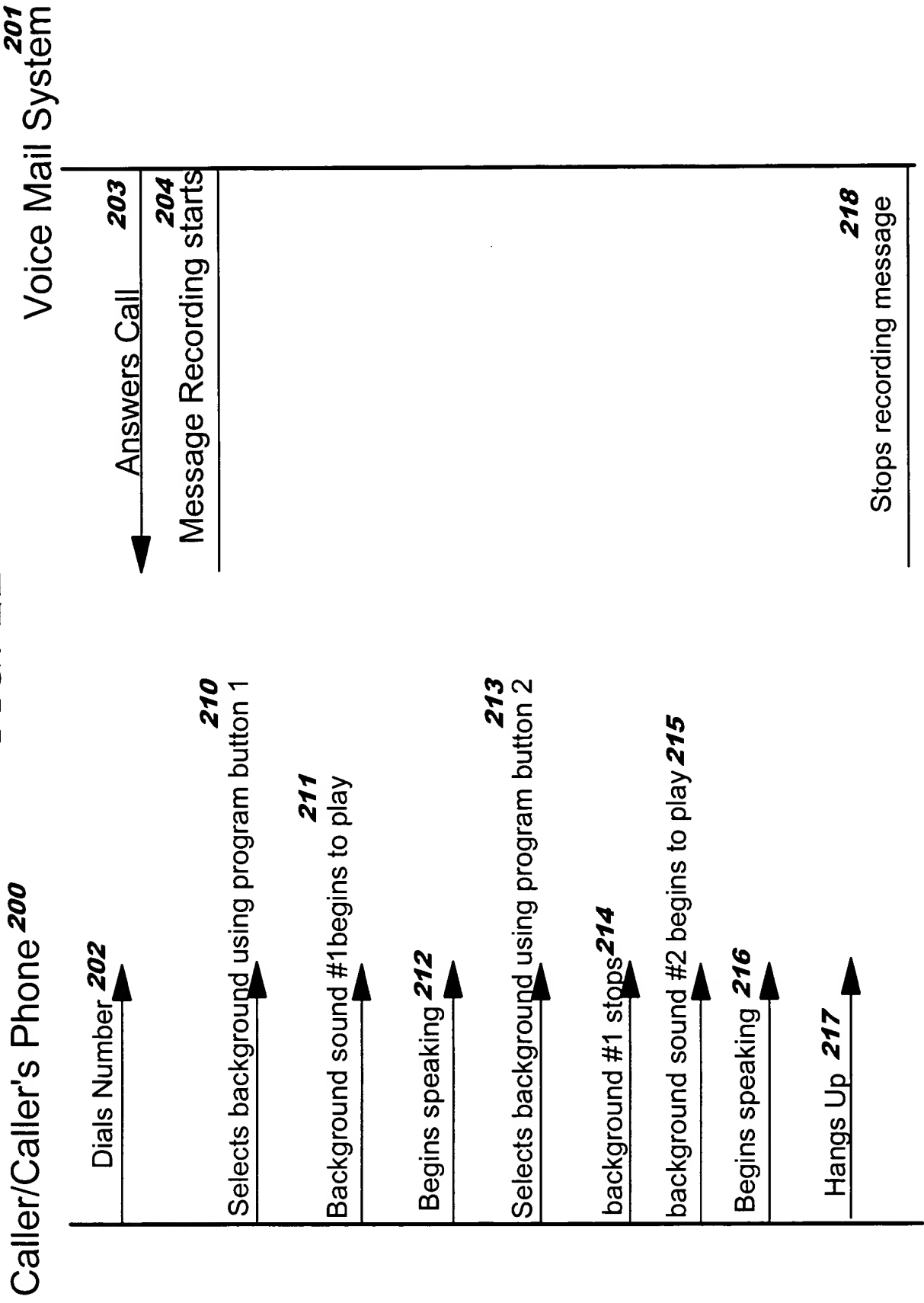


FIG. 2C

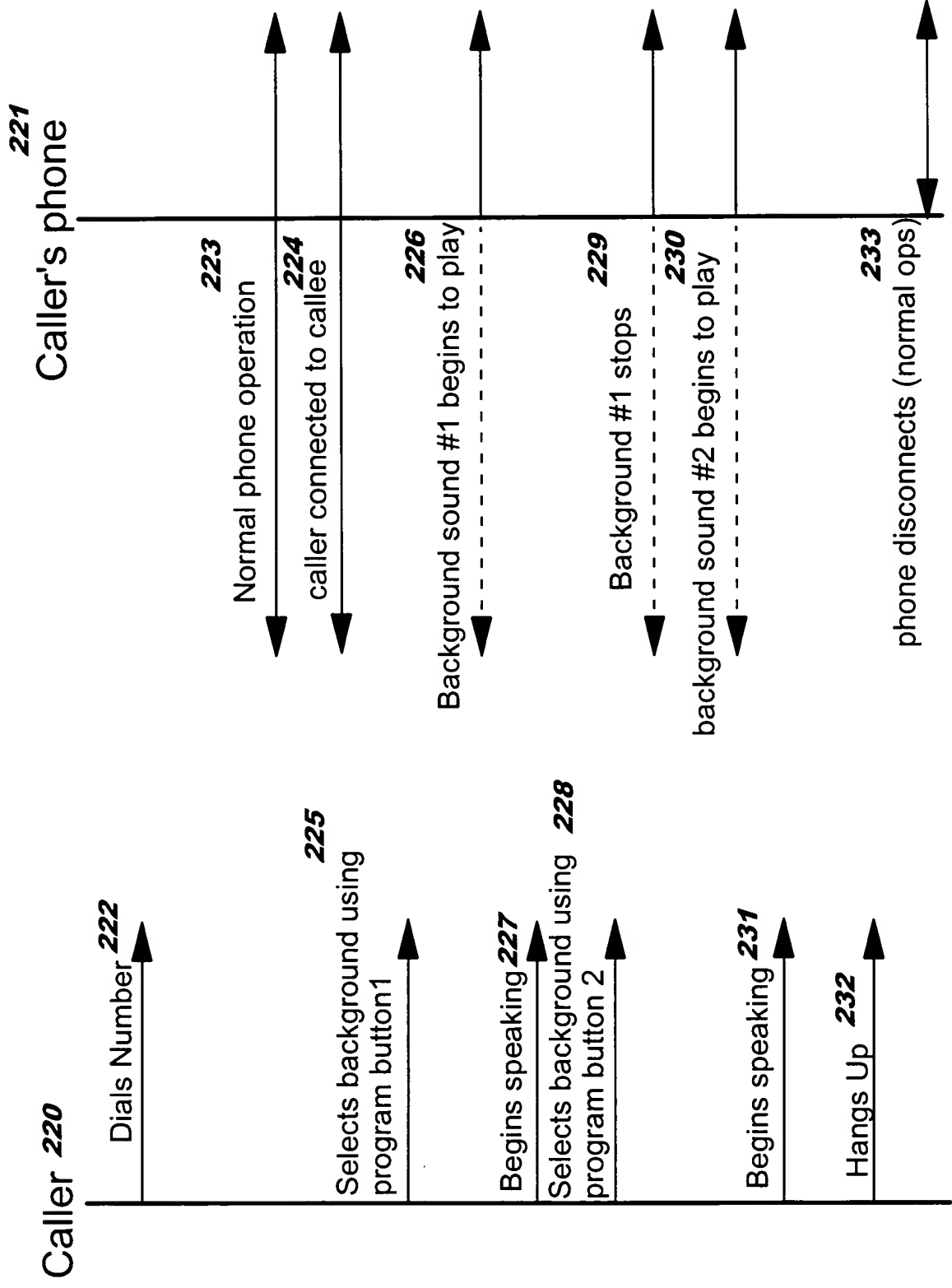


FIG. 3

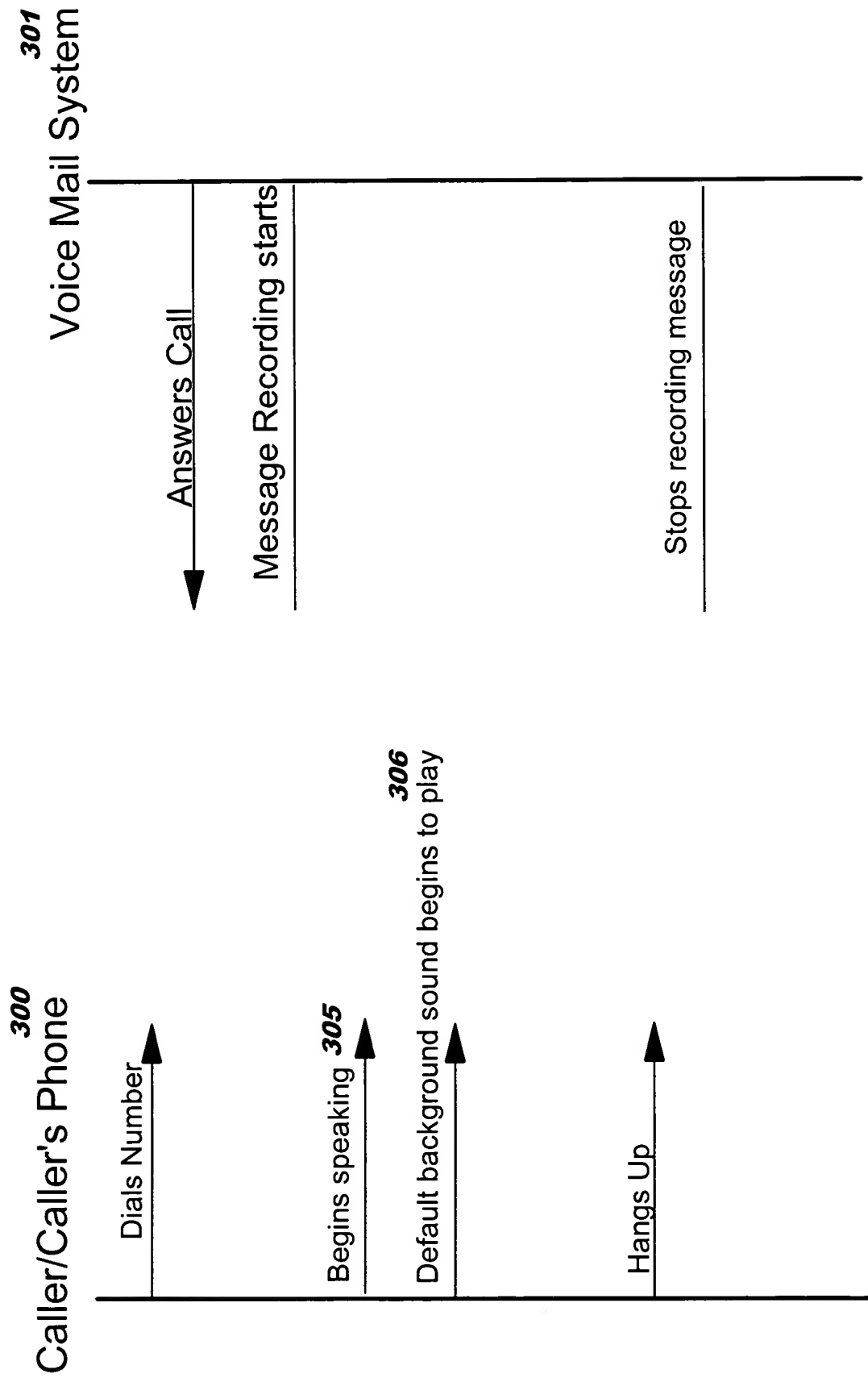


FIG. 4A

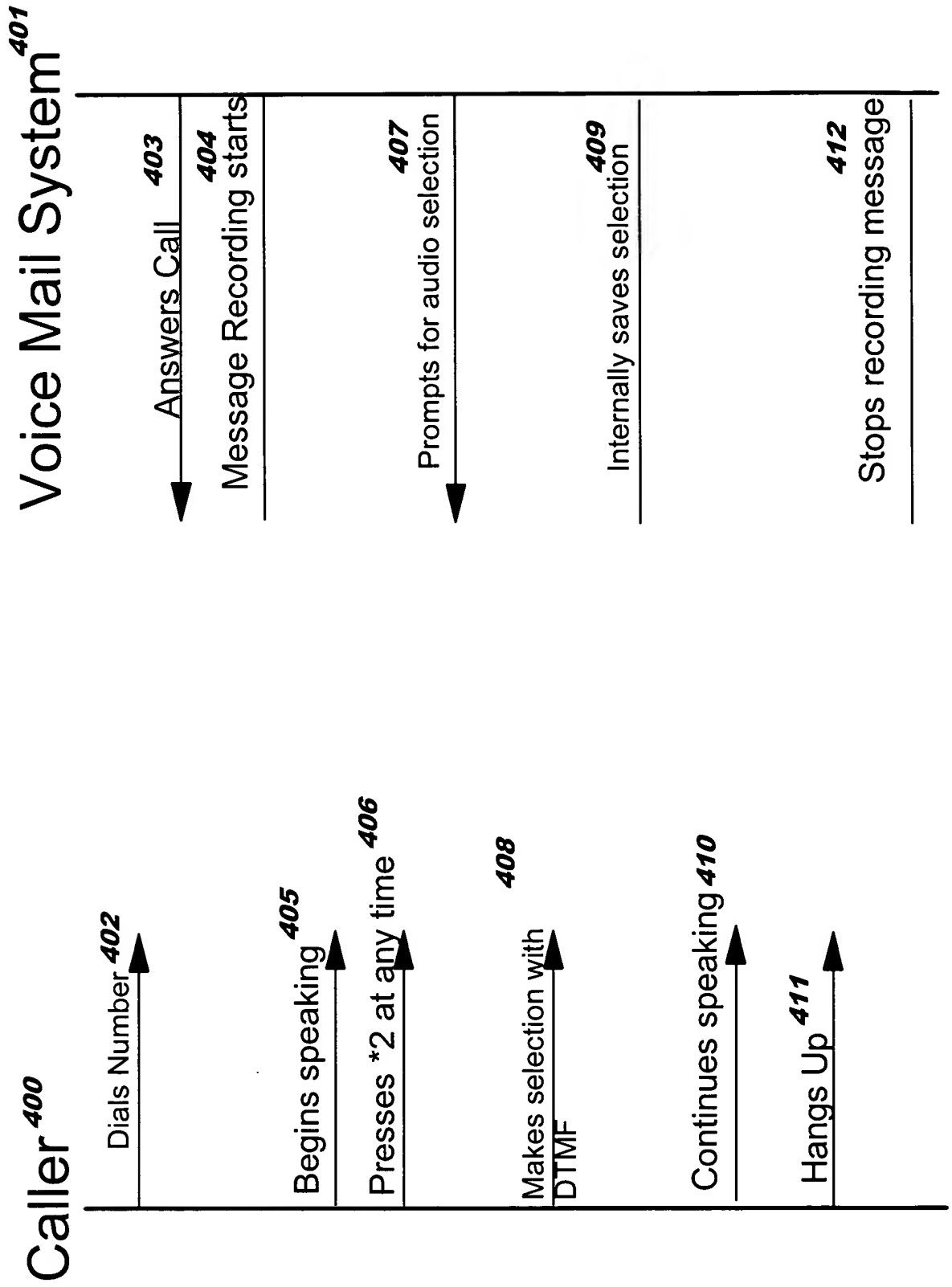


FIG. 4B

Voice Mail System<sup>401</sup>

Caller<sup>400</sup>

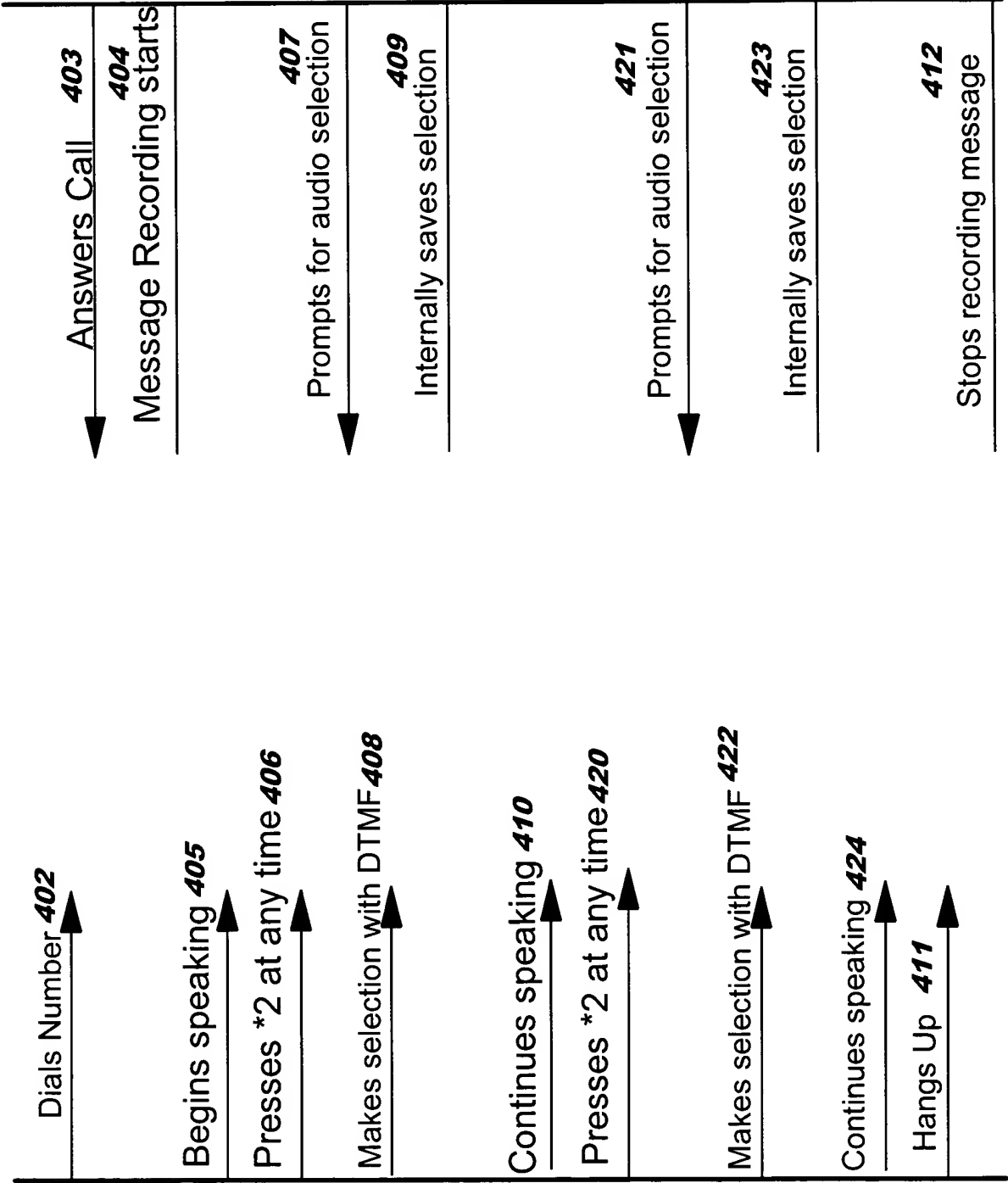


FIG. 5



FIG. 6A

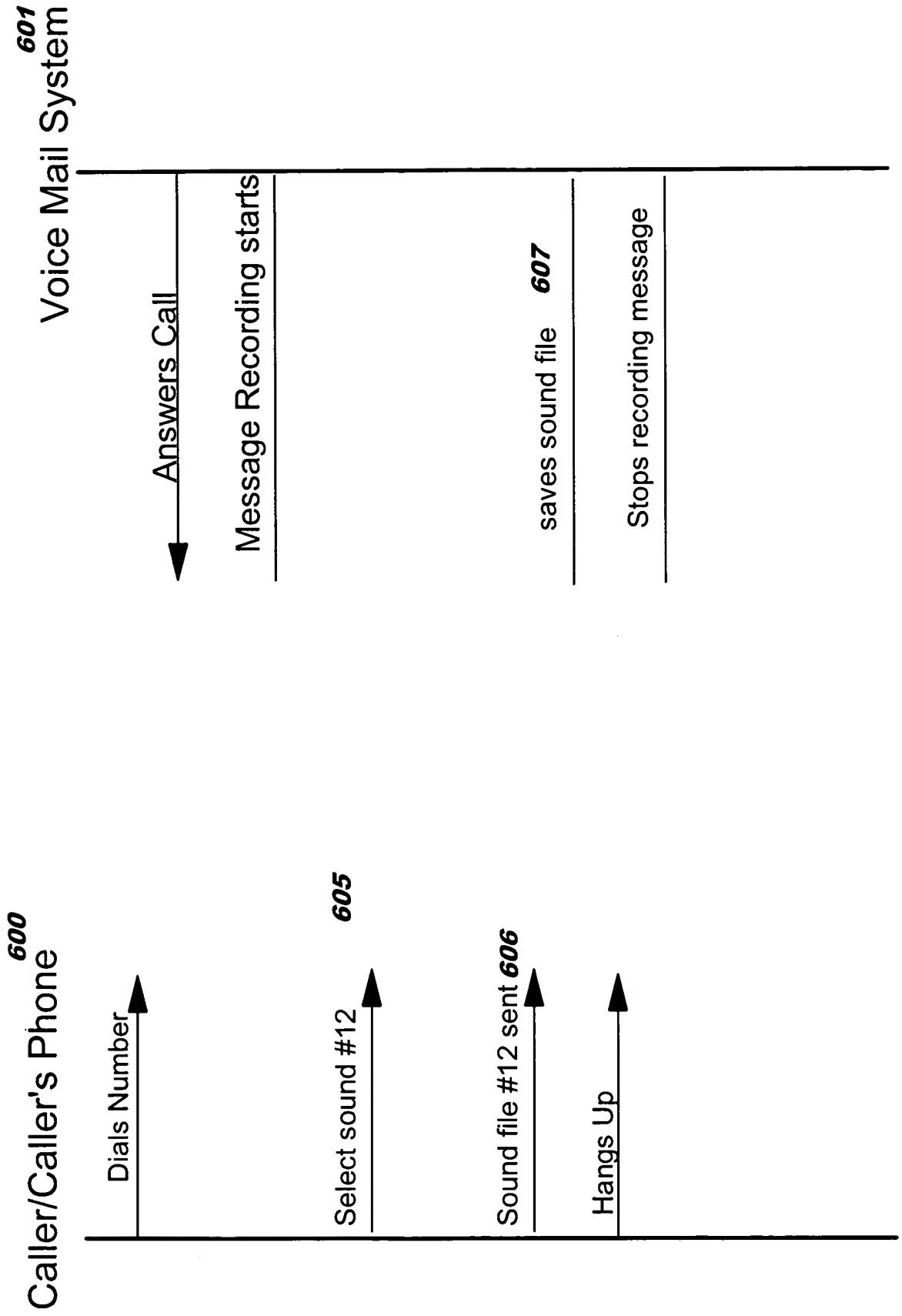


FIG. 6B

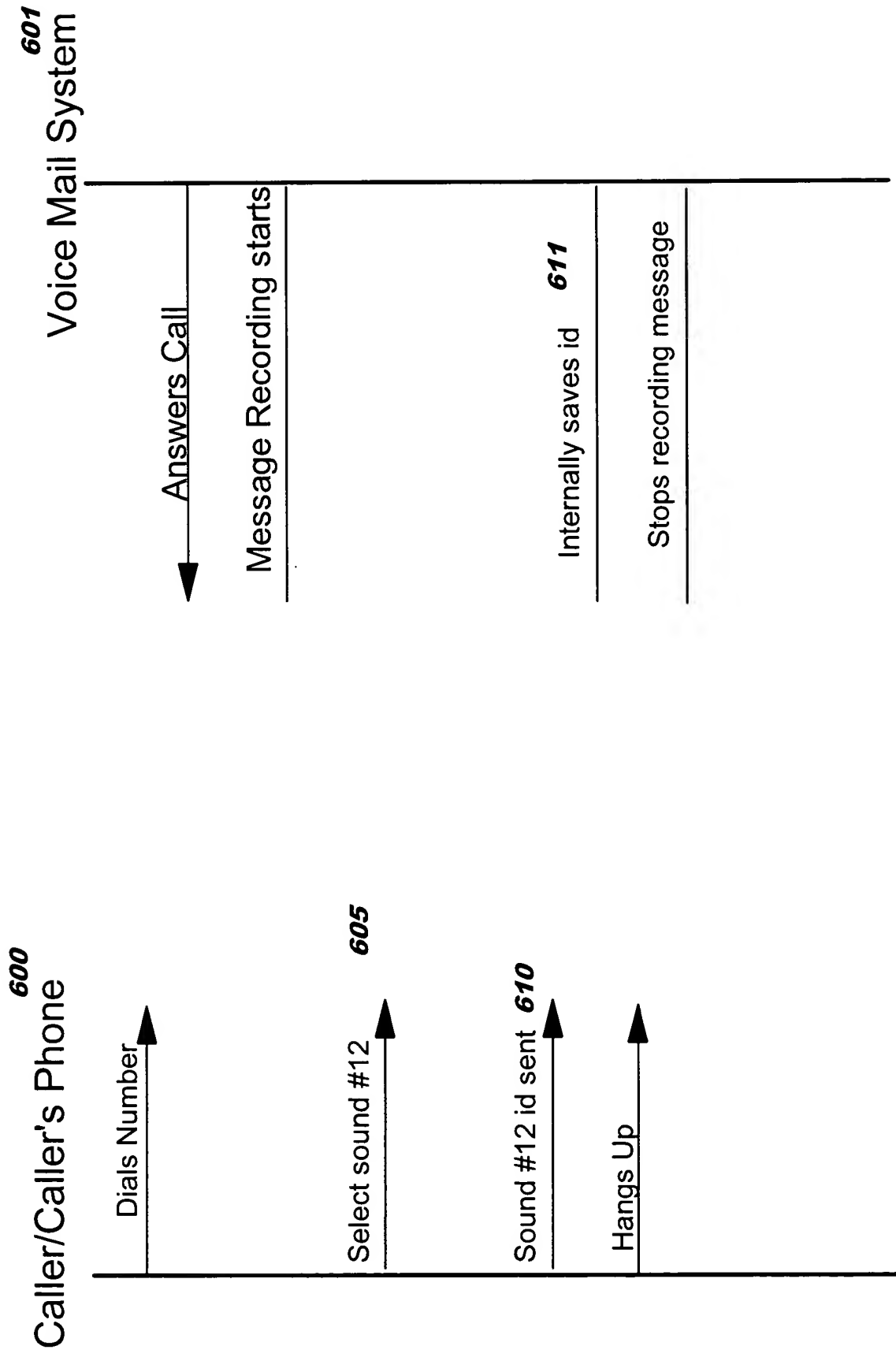


FIG. 7A

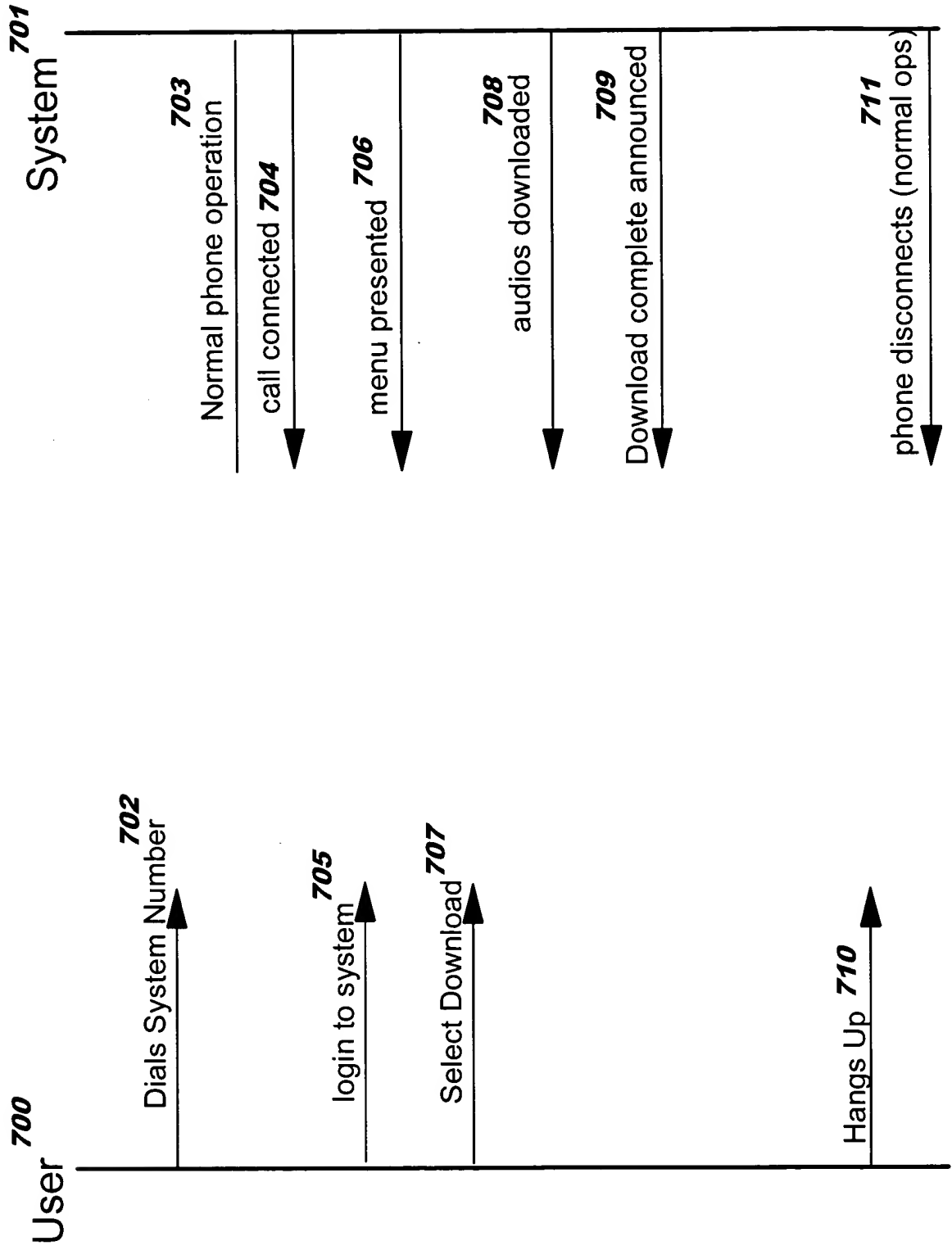


FIG. 7B

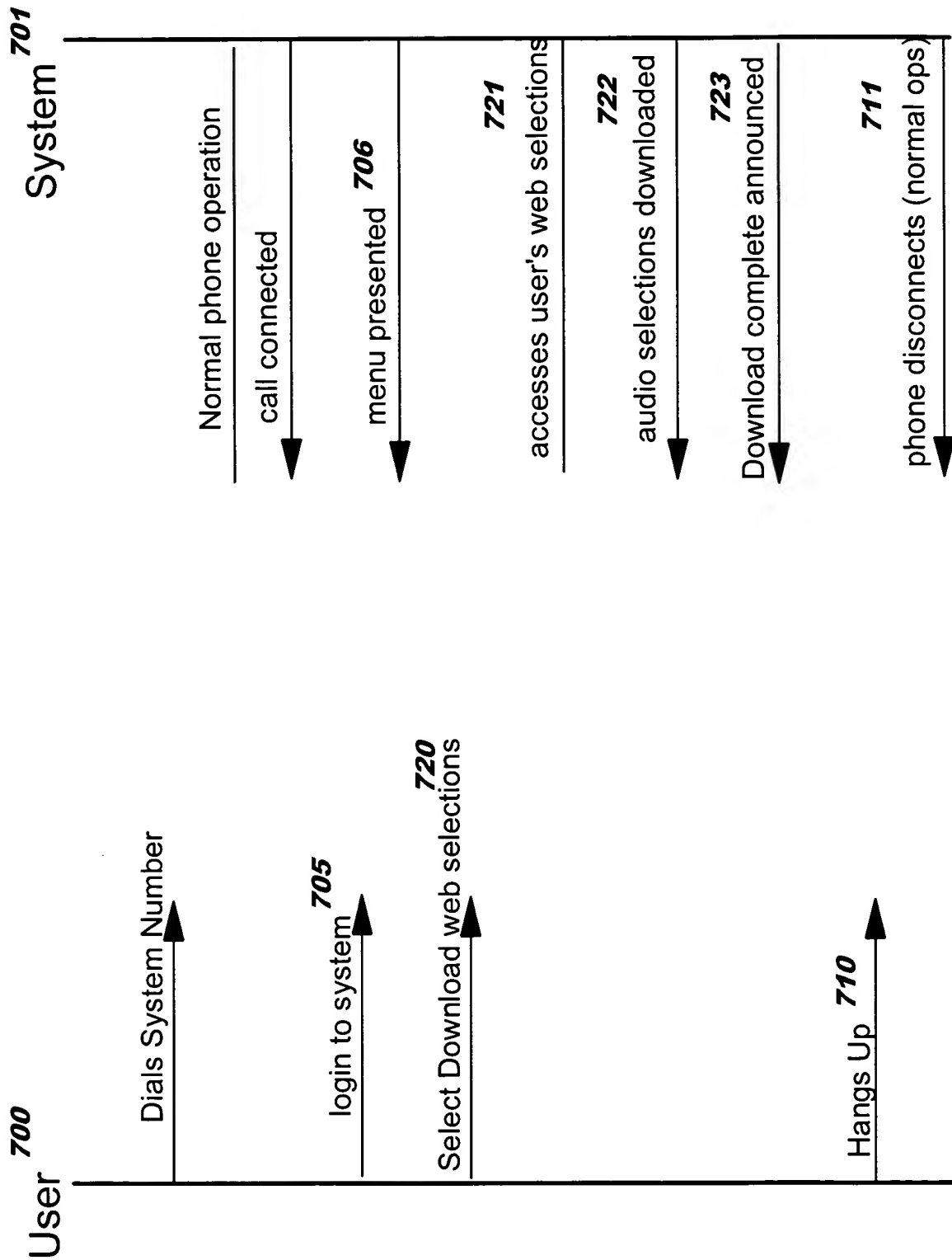


FIG. 8

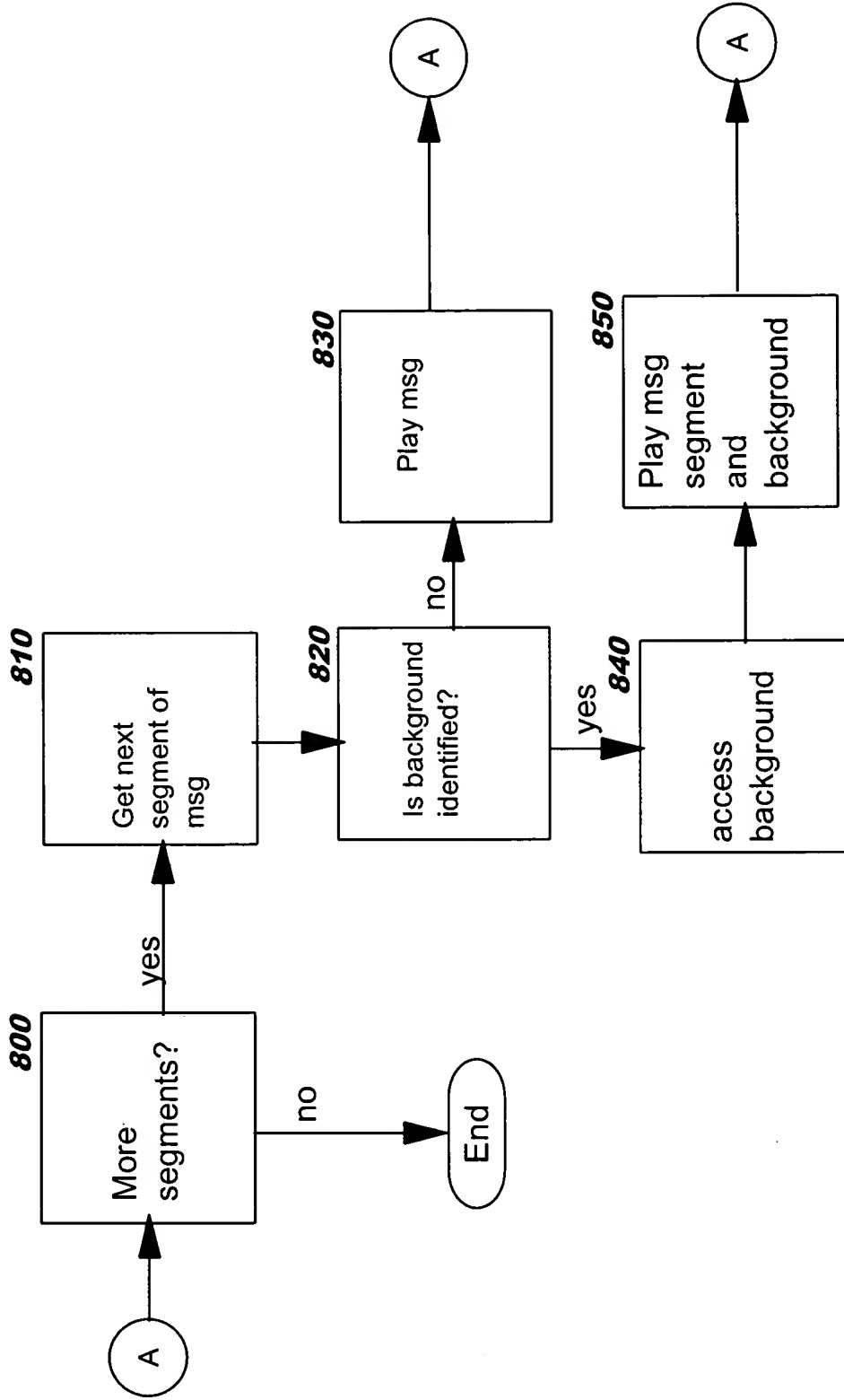


FIG. 9A

# **Message Segment Data Structure 900**

Message segment number  
Background selection number  
User message

## **Example code:**

**#define MAX\_NUM\_VOICE\_SEGMENTS 500**

Struct msg\_struct 920

{

Int segment\_number; /\* this field is not necessarily required \*/  
Int background\_selection\_number;  
FILE \*msg; /\* could be a .wav file \*/

}

Struct msg\_struct voice\_msg[MAX\_NUM\_VOICE\_SEGMENTS] 930

FIG. 9B

## 940 Message Segment Data Structure

Message segment number

## Selection type

## Selection number

User message (only valid if selection type is not an audio file)

**Example code:**

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

Struct msg\_struct 960

$$\underbrace{\quad}$$

Int segment\_number; /\* this field is not necessarily required \*/

```
int selection_type; /* this is 1 = background, 2 = audio file */
```

Int selection number;

```
FILE *msg; /* could be a .wav file - will be null for audio file */
```

$$\sim$$

Struct msg\_struct voice msg[MAX\_NUM\_VOICE\_SEGMENTS]